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**Method and apparatus for the playing of different forms  
of jackpot games based on sports**

**Field of the Invention:**

This invention relates to apparatus and methodology for the provision of a lottery type of game, whereby the game format will be appealing to a broad section of the general public, yet will hold special appeal to players who are interested in sports and, in particular, racing types of games.

**Background:**

For many years, most horseracing industries the world over have been in decline with most racing operations continually facing increasing competition for gaming revenue and there are many government budgets throughout the world, both federal and state, that derive a great deal of their revenue from legalized gambling. As the fiscal demands for individual governments increase, then so does each government's need or desire to expand upon gambling. Unfortunately, to the detriment of racing industries, for many decades the expansion of gambling has involved other forms of legalized gambling, mainly by increasing the amount of casinos, lotteries and slot machines, but with no expansion or growth for racing industries.

In addition, it could be argued quite strongly that slot machines would do very little to educate the public to the excitement of racing. Racing also possesses a definite disadvantage when it is compared to almost all of its competitors, and that is the "skill factor"; for there is a lot to learn about racing in order to become confident in one's ability to play racing successfully, or at least to play racing confidently.

Players novice to racing need to learn how to read what is called "form" or "form guides". This involves the analysis of so many different variables that experienced racing players will take into consideration, that the novice player often feels intimidated. First, there is the form analysis of each horse's ability, then each horse's ability changes on different tracks as well as

on wet and dry tracks. Added to this are variables such as the jockey's ability, the handicapper's weight applied to the horse (sometimes with weight allowance claims for apprentice jockeys) the barrier or starting position, etc. Thus, most novices feel intimidated and reluctant to learn to play racing.

In addition to racing being a skill based gamble as opposed to its competitors being simple games of chance; the inventor also believes that racing seems to lack entertainment when compared to other forms of gambling. While there is no doubt that the thrill of a horse race can be extremely exciting, it really is only exciting if an observer has a chance to win something. The inventor believes that another important area where current forms of race wagering are lacking is in the area of entertainment for the dollar value, especially when compared to gambling products such as lotteries and slot machines.

Both lotteries and slot machines have similar features in that they provide "regular lifestyle changing size Jackpots", while at the same time providing multiple, smaller prizes and both employ very simple game playing formats. These features combine to provide a form of gambling that the general public finds very attractive.

For many, existing horse racing wagers lack the appealing features of slot machines and lotteries, in that racing wagers do not provide "lifestyle changing size Jackpots", and if so, they are rarely as high in dollar value or on such a regular basis; as slot machines and lotteries are. In addition, racing wagers do not provide multiple levels of minor prizes and as mentioned herein above, being skill based racing is not as simple to play as other forms of gambling.

Given the importance of racing industries to many state and federal budgets, employment, infrastructure and agriculture, it can be seen that it is of paramount importance that racing industries stay competitive with other forms of gambling.

It is a purpose of this invention to provide racing industries with new parimutuel wagering methods that will be of benefit in assisting racing industries to stem the current industry decline and attract a wider audience to racing.

Whilst there are many different types of Lotto-style games available throughout the world, along with many different types of racing wagers, an object of this invention is to provide a wagering apparatus, wagering system and game format for use on sporting events, predominantly racing events, that at the same time develops a game with similar connotations to lottery types games. That is, simple playing formats with divisional prizes that offer "lifestyle change" prizes along with smaller divisional prizes.

Whereas most lottery types games are of a similar nature in that the vast majority of lotteries around the globe tend to use a numbered ball format – such as 6 /45 or 6/49 etc; to date there is no type of lottery game that utilises racing events to obtain the "generated results" required to build big lotto-type pools with lottery-type "jackpots" which can be considered as "lifestyle change" types of wins.

It is widely known that lottery-type games have far wider appeal and therefore a far larger audience than racing-type games. For many years racing interests the world over have been trying to widen their audience and have endeavoured to attract the lottery-type of player to play racing; to date with very limited success. In other words, there have been many attempts by racing interests and gaming developers alike to develop new types of exotic wagers for racing, but none that have come close to achieving the success desired and none that really resemble the features of a lottery game, that lottery game players are looking for.

There are various types of wagering operations available around the world, many of which are horse race wagering events.

The standard types of horse race wagering events that are familiar to most people are win, place, and show. There are also various types of what are known as exotic wagers, such as Quinella, Trifecta, Pick 4, Superfecta, Quadrella, Pick Six, etc.

These exotic racing wagers are generally based on a player picking the "exact" required combination of horses. For example, in a Pick Six type wager a player is required to select all of the winning horses of the nominated six races.

There are some exotic racing wagers that are all very similar; such as in Australia, USA, UK and Europe there is a Straight 6 wager. The Superfecta is another exotic bet type that operates in Australia, USA, UK and Europe. In both of these aforementioned wager types, the player must successfully pick the 6 "winning horses" in six nominated races and no other prize divisions/pools are available. In other words, in all of these wagers, it is all six winners (6) or nothing.

A problem with the existing types of racing wagers available today is as aforementioned, race wagering is based on skill and knowledge and offers what many consider as either difficult or complex types of wagers, while other forms of gambling are true games of chance with simple play formats.

The following is an explanation of other types of parimutuel wagers that many would consider to be the "more exotic" and most popular of the exotic parimutuel racing wagers available today.

#### Multi Race Exotic Wagers:

**Straight Six** - Players select one horse in six consecutive races. To win this wager a player must predict all six winners of six consecutive races. Some operators offer a consolation payoff for those players that selected the first five consecutive winners and a 2<sup>nd</sup> placed horse in the sixth race.

**Triple Trifecta** - Players select three horses in each of three consecutive races. To win this wager a player must predict the "exact sequential finishing order" of 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> across three consecutive races. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>). Some operators offer a consolation payoff for those players that correctly selected the "Twin Trifecta", which is predicting the exact finishing order of the first two races of three consecutive races. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>).

**Triple Trio** - Players select three horses in each of three consecutive races. Very similar to the Triple Trifecta above, with the only difference being that to win this wager a player must predict 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in all three consecutive races, but the players predictions are allowed to be "in any order", rather than in, exact sequential order as in the Triple Trifecta

mentioned above. Some operators offer a consolation payoff for those players that correctly selected the "Twin Trio", which is predicting "1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> in the first two races of three consecutive races. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> - "in any order").

**Twin Trifecta** - Players select three horses in each of two consecutive races. To win players must correctly predict the exact finishing order of two consecutive races. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>).

**Twin Trio** - Players select three horses in each of two consecutive races. To win players must correctly predict the finish "in any order" for two consecutive races. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> / 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> - "in any order")

**Accumulators** - Players select one horse in each of a number of consecutive races, there is no limit on the amount of races, but a minimum of two consecutive races are required. Players can wager that their selections can either Win, Place or Show etc., across a minimum of two consecutive races.

**Single Race Exotic Wagers:**

**Superfectas** - Players are required to select finishing order of a "single race", generally from 1<sup>st</sup> to 6<sup>th</sup> or 1<sup>st</sup> to 5<sup>th</sup> or 1<sup>st</sup> to 4<sup>th</sup>.

**Multi Race Exotic Wagers:**

The inherent problem with all of the multi race wagers, is that to win the wager a player must be successful with their selections, be them either Win, Place or Show selections "in consecutive races", which means that if a player misses their selections in any race they will lose. In other words, even with the place accumulators popular in the UK, a player will lose this wager if they miss a selection, in any race of consecutive races. So that it is quite possible, that when a less favoured type horse wins the first race of a multi race exotic wager, then a novice player can miss their selection in the first race of this type of "multi race wager". Now not only does the novice lose their wager and their money, but also their entertainment is now over and, for many, so is their experience with race wagering.

This is what the inventor was referring to hereinabove, in suggesting that existing parimutuel exotic race wagers lacked "the value for the dollar entertainment" offered by other forms of gambling.

Some race operators have tried to address this problem by providing smaller divisional prizes, but these are generally consolation payoffs as shown earlier, for say 5 winners and a 2<sup>nd</sup> place in the Straight Six, or for the first six in both the Triple Trifecta and Triple Trio. This would result in more winners of a smaller prize pools but there is not just one big winner of the main pool.

In addition, there are two fundamental problem areas with all of the prior listed exotic parimutuel racing wagers presently available.

One is that the format whereby a player must predict "all of the required components" in each of the consecutive races, which does not allow for any mistakes or losses at any stage of the multi race wager right throughout any of the nominated consecutive races. Even with the consolation payoffs offered today, there is still no margin for any errors for the majority of the duration of these events, for they are true consolation payoffs, which in layman's terms means that they are awarded for players getting "so close, but not close enough".

Thus, to win the Straight Six "Consolation Payoff", players still need to predict, as a minimum, "all five winners of five consecutive races" to be eligible for the consolation payoff. So again, as with the main Straight Six wager, with the consolation payoff there is still no margin for any errors until the fifth race and any player not successful up until this stage, would now have lost their respective wagers and, as previously mentioned, their anticipation, experience and entertainment are over.

With the Triple Trifecta and Triple Trio "Consolation Payoffs" players are still required to predict "all correct placings in exact sequential order" for the Triple Trifecta or to predict "all placings in any order" for the Triple Trio over a minimum of the first two consecutive races.

Both of these consolation payoffs are much the same the Straight Six consolation payoff; in that players still need to predict "all of the required components" and in early consecutive

races, again leaving no margin for error until after the first two consecutive races. Any players of these wagers that did not predict "all of the required components" of the first race of the consecutive races, have now lost their respective wagers and, as previously mentioned, their experience and entertainment are again over.

Another negative aspect of almost all exotic wagers, is that as a minimum, a player must in some manner, ultimately predict the winner of each consecutive race, which at times can be difficult enough for experienced race players, let alone novice players.

The Straight Six requires players to predict "all Six Winners", the Triple Trifecta / Trio requires players to predict first, second and third "in exact order" and "in any order", which obviously incorporates players selecting the winner of the race. So that again, any players of these wagers that fail to predict "all required components" which by default incorporates the winner of a nominated race, which in this example maybe the first race in particular, have now lost their wagers and their anticipated fun and excitement is over in the first race.

There have been various patents awarded that relate to parimutuel wagering. U.S. Patent No. 5,374,060 describes a method for wagering at a racetrack, but it is primarily based on the expansion of existing types of exotic multi race wagering using existing win, place, show formats over an "entire program or schedule" of races. So that if there were nine races at a facility using this invention, it could be viewed as a Triple Trifecta expanded to become a Nine Race Trifecta and naturally the probabilities would expand accordingly. This invention could be viewed as being somewhat typical in the field as this invention requires players to firstly predict which horses are going to win, secondly predict which horses are going to place and thirdly predict which horses are going to "show". However, this must be done over an entire race program so as to provide a parimutuel wager with incredibly long probabilities, so that million dollar pools can be offered.

The invention in US 5,374,060 really only expands on known formats; which results in extremely long probabilities that in reality are totally unrealistic. This results in a wager that would be extremely difficult to win and, in line with the problems noted with existing exotic wagers using this type of play format of predicting "winners and exact finishing positions of horses", is far too difficult for the majority of the general public. In addition, the invention is

also based on providing predetermined prizes to players rather than operating as a true parimutuel / pools type game.

U.S. Patent No. 5,476,259 is not related to race wagcring and is more of a method for playing a casino table game that combines multiple games and directs a portion of all wagers into a common parimutuel pool. U.S. Patent No. 5,779,547 is a parimutuel gaming system for video slot machines and other types of gaming machines and requires that all players establish an account before they can participate, which is totally unrelated to parimutuel horse race wagering. U.S. Patent No. 5,795,226 is a method of using dice to play a betting race game and uses game pieces to move around a track and would not apply to a successful commercial product for use by racing industries.

### **Summary of the Invention:**

The invention includes methods and apparatus that enable the operation of a lottery type of game based on racing sports and, although primarily intended to fill a need in the horse racing industry, may also be applied to a number of racing sports. The sports lottery type of game is one whereby the results of the game are determined from a selected parameter derived from the results of each of a number of racing sporting events. For the preferred examples provided herein, we will discuss the invention as applied to horse racing, but it can be applied to dog races, car races, boat races, bike races, human races, etc.

In a preferment, the events may be racing contests between racehorses in a particular racing competition, the selected parameters being obtained from the placings of a predetermined number of horses for each race at the end of the race or nominated races. The selected parameters required for players to win may be obtained from the "placings points scoring system" of a predetermined number of horses for each race of the nominated races of a multi race wager. The term "placings points" encompasses points awarded to any horse that a player has selected that has finished in any of the nominated races in either first, second or third place, which in the USA would be referred to as to "show". The placings points scoring system can be operated on a plurality of races from a minimum of two races to an infinite number of races, but would generally be operated over a minimum of three races to a maximum of six to eight races. In most cases, these would be consecutive races, just as with



existing multi race exotic wagers, but the invention is by no means restricted to being used on consecutive races only.

A preferred feature of this invention is the "placings points score tally method" that permits a player to count the number of any successful placing points scored in one race and then add this points score to any successful placing points scored in another race, and another race and so on, so as to provide a "total placings points score". The "placings points score tally method" allows players that may not have selected "all" or "any" of the required components of one or more nominated races, to still be in the running for a payout of a minor prize.

In another preferred embodiment we incorporate what could be known as the "placings score - bonus feature" which may be either one more bonus placed horses in a nominated race or one or more specified placings in one or more bonus races. In essence, the bonus feature would perform in the same manner as the aforementioned "total placings score method" but when the bonus feature is applied then any nominated bonus placed horse or a nominated bonus race would be worth "extra placings points". For ease of understanding, the bonus feature could be viewed as being similar to a points system method and the simple explanation of the feature is that the bonus placed horse or race is worth more points than a normal or standard placed horse and a bonus race may involve all placed horses in a nominated bonus race being worth more points than placings in a normal or standard type race.

In another preferred embodiment we incorporate what could be known as the "Power Horse" which in essence would perform in a manner similar to that of the PowerBall in a common PowerBall lottery type game. The game can be provided so the prizes for the game are provided in divisions, success in, which are dependent on the number of correct parameters selected for the various divisions. It is preferred that where a division is not won by any player, the prize pool for that and any other division that has not been won by any players will cause one or more prize divisions to jackpot.

The prizes for the game preferably are provided in divisions, successes in which are dependent on the number of correct parameters selected for the various divisions. It is preferred that where a division is not won by any player, the prize pool for that and any other

division that has not been won by any players will cause one or more prize divisions to jackpot. Therefore, it is possible that more than one prize division may jackpot at any one time, causing "multiple pools" to jackpot.

This invention differs from other existing types of pari-mutuel race wagering events, in that when using one of the preferred game formats, players do not need to select all "winners" or all of the required selection parameters of the nominated races to win one or more of the pari-mutuel prize divisions. In addition to players of this invention not being required to select the winners of consecutive races, players are also not required to select "all" of the required components in each race in order to win a parimutuel prize payout; as otherwise is the case with all other types of parimutuel race wagers.

For example, in one of the preferred game formats known to the inventor as Racelotto, though this should be seen as one exemplary format only, we envisage that the game would be played over three (3) races, with players required to select 3 placed horses in 3 different races. So that in this example, 3 placed horses (in any order), in each nominated race, over 3 separate races, would be a game format where to win the first / main prize division, a player must have selected a total of 9 placed horses correctly.

For example, the game may pay prize divisions for the following combinations.

- 9 Placed Horses - Main Prize Division
- 8 Placed Horses - 2nd Prize Division
- 7 Placed Horses - 3rd Prize Division
- 6 Placed Horses - 4th Prize Division

As can be evaluated from the above example of possible Prize Divisions, it is quite possible for a player to not have one (1) placed horse in the first race, or other races, yet still have the opportunity of winning one of the lower prize divisions. Whereas with all other types of racing bets all over the world, exotics bets included, there is no racing bet where a player can "miss their selections completely" in one of the nominated races and still be in the running for a prize. In other words, in all types racing wagers the world over, if a player misses their selections in any of the nominated races, then they will lose and their wager is over.

Example 1. Table below, shows how the inventions unique game format allows a player to miss one, two or even all of their selections completely in any of our nominated races, yet they can still be in the running for one of the minor prize divisions on offer.

**EXAMPLE 1. RACELOTTO GAME 3 Placed Horses In Each of 3 Races / Legs.**

	Placed Horses in 1st Race.	Placed Horses in 2nd Race.	Placed Horses in 3rd Race.	Total Placings	Prize Division
PLAYER A	0	3	3	6	4th
PLAYER B	3	3	0	6	4th
PLAYER C	3	1	2	6	4th
PLAYER D	1	3	3	7	3rd
PLAYER E	3	2	2	7	3rd
PLAYER F	1	2	2	5	0

1st Division - 9 Placings  
 2nd Division - 8 Placings  
 3rd Division - 7 Placings  
 4th Division - 6 Placings

As can be seen in Example 1, Players A and B both missed getting any placed horses but in different races, yet both still finished with a total score tally of 6 placings each, which in this example would qualify for a 4<sup>th</sup> division prize. Player C did not miss getting a placed horse in any of the 3 races, yet still finished with total score tally of 6 placings, the same as A and B, and would qualify for 4<sup>th</sup> division prize. Players D and E are other examples of how players may have different placed horses than other players, yet still finish with same amount of placings, in this case 7 placings each and in this example would each qualify for a 3<sup>rd</sup> division prize. Player F scored a placed horse in every race, but only achieved a total score tally of 5 placed horses and therefore, when using this example would not qualify for any of the prize divisions.

Example 1 also shows that there would be no winners for selecting 8 and 9 placed horses, therefore the multiple pools of 1<sup>st</sup> and 2<sup>nd</sup> division would jackpot over to the next event.

As indicated, an aspect of this invention that lies within the game format is that different players can win the same prize division, yet can do so by winning with different horse selections.

The parameters of the preferred game formats will change depending on differing numbers of horses in various races, but for exemplary purposes we shall use an example of a game format of 16 horses as the average size race field.

Another of our preferred methods for operating a racing type lottery is a game for the playing of a PowerBall lottery-type of game that is called Horsepower. Though the following game format is should be seen as a single example of various formats possible, we envisage that the Horsepower game would be played over four (4) races, with players required to select 3 placed horses in 3 different races plus one PowerHorse that must be the horse that finishes in a pre-nominated PowerHorse finishing position" of the 4<sup>th</sup> race, such as the PowerHorse could be the winner, second or third placed horse in the PowerHorse race. So that in this example, 3 placed horses (in any order), in each nominated race, over 3 separate races, would be a game format where to win the first / main prize division, a player must have selected all 9 placed horses correctly, plus the PowerHorse.

For example, the game may pay prize divisions for the following combinations:

9 Placed Horses and 1 Power Horse -	Main Prize Division
8 Placed Horses and 1 Power Horse -	2nd Prize Division
7 Placed Horses and 1 Power Horse -	3rd Prize Division
6 Placed Horses and 1 Power Horse -	4th Prize Division
6 Placed Horses -	5th Prize Division
5 Placed Horses -	6th Prize Division

As with Racelotto, it is quite possible for a player to not have one (1) placed horse in the first race, or other races, yet still have the opportunity of winning one of the lower prize divisions.

Existing race-wagering events require a player of a Pick 6 event, to correctly select the 6 winners from 6 races, with no prizes for players that say, correctly select 5 or 4 of the six winners. As mentioned, with the existing types of race wagering events, it is a case of select all 6 winners or nothing; there are no divisional prizes paid for a player that selects some, but not all, of the required parameters.

The present invention provides minor divisional prizes for players that do not select all of the required parameters to win the main prize (such as 6 winners from 6 races) by paying prizes for those players that select some but not all of the required parameters to win the main prize, such as 6 of 9 or 5 of 9 as indicated herein.

A significant difference between the present invention and existing types of racing wagers and lotteries are the methods used to provide divisional pools on the results of a racing event to generate a lottery game type format.

It is envisaged that there could be either a daily, weekly or other regularly scheduled racing lottery game, which maybe be conducted over a series of nominated races, but can be configured to operate on a single race. This invention can also provide a full or partial season game in which the position of racing horses, dogs, yachts, cars, etc., at the end of a certain period provides the required results.

All player game data related to predicting say the outcome of the nominated racing event/s and the fee paid by the player to enter the game are entered into a programmed central computer system for eventual processing and matching with the final racing lottery game data entered for the actual parameters required to win a particular game of racing lotto. This information is then used to identify the winners. All players will receive a receipt, which may be both a receipt and a copy of their selected choices in the game along with a unique transaction code.

As it is possible for racing elements to dead heat, be they horses, cars or humans, then it is desirable to provide a system that allows for the occurrence of this event, albeit a rare event.

A preferred operating method for this invention is for the game to be operated along traditional lottery lines, that is that all monies wagered (after operator and government deductions) would be pooled into the various prize divisions. Then, regardless of there being one or more sets of winning numbers, all of the winning tickets (including multiple winners) would simply be divided into the relevant divisions for each pool so as to determine the dividends for winning tickets in each prize pool division.

Whilst throughout this description of the invention the racing lottery game has used the sport of horse racing combined with a 9 placings game format, both of these aspects should be viewed as exemplary only. There are a number of racing events that this invention could be applied to, such as horses, dogs, cars, bikes, boats and humans, etc. As for the actual game formats, while the description has suggested using a 9 placings and 9 placings and 1 Power horse as preferred game play methods, it should be noted that this is exemplary only and that there is no real upper or lower limit on a number of placings format. There could be any number of combinations of placings required to make a desirable bet format that is acceptable both to the public and to gaming operators.

Numerous game play formats can be used in this invention; while at all times remaining within the scope of the invention of providing players with placings points that are tallied over multiple races, such as in the following examples.

$2 \times 2 \times 2 \times 2 = 8$  Placings Points.

Players are given eight selections of two in each of four races to and are trying achieve the optimum total placings points score of eight.

$4 \times 4 = 8$  Placings Points.

Another example of an 8 Placings Points Game where players are given eight selections of four in each two races and are trying achieve an optimum total placings points score of eight.

$2 \times 2 \times 2 = 6$  Placings Points.

Players are given six selections of two in each of three races to and are trying achieve the optimum total placings points score of six.

$3 \times 3 = 6$  Placings Points.

Players are given six selections of three in each of two races to and are trying achieve the optimum total placings points score of six.

$3 \times 2 \times 1 = 6$  Placings Points.

Players are given six selections consisting of three in the first race, two in second race and one selection in the third races of three races and are trying achieve the optimum total placings points score of six.

$4 \times 3 \times 2 \times 1 = 10$  Placings Points.

Players are given ten selections consisting of four in the first race, three in second race, two in third race and one selection in the fourth race of four races and are trying achieve the optimum total placings points score of ten.

Another preferred feature is known as the All Pools Jackpot. For the purpose of explaining the All Pools Jackpot feature it will be described it as if applied to horse racing, but this should be seen as exemplary only as the All Pools Jackpot feature will apply to this invention when the invention is applied to any racing event.

To appreciate the All Pools Jackpot feature, one needs to imagine a certain scenario of results from a racing event. In a scenario in which unflavored horses (i.e. "long shots") have been filling all placings and the most placings any one player has is a total of five (5); then if the minor prize threshold set at six (6) placings there can be no winning tickets in any of the pools and so this would cause All Pools to Jackpot.

Another feature of this invention, is the Multiple Pools Jackpot, which has been described in Example 1.

Another feature, which this invention can provide, is a self-seeding jackpot. This would be particularly applicable to the highest division which would tend to be won less often than the others and thus could very often have a jackpot component. There could be retained from the

prize pool a certain quantity of the pool, which could be used to seed the jackpot of the first division in the period after this has been won. That is, the jackpot would normally be the prize pool for the week and any jackpotted amount, which would comprise the seed placed into the jackpot immediately after it has been won on a previous wagering event.

The apparatus aspect of this invention is different in its functions to existing types of apparatus used in race wagering today. It is envisaged that there would be a number of terminals located at various venues such as racetracks and off track betting locations, as well as telephone and internet betting accounts all of which are linked securely and directly to a main frame computer and, when required, one or more transaction processors

In most racing operations throughout the world, the operators are permitted to operate under what in most cases is known as parimutuel wagering legislation. Thus, there is a Totalisator, which is programmed to a set percentage, which is deducted from each wagering pool, and the balance is returned to winning players. Usually this percentage breakdown is in the vicinity of 80% – 85% returned to the players.

The equivalent of a Totalisator apparatus used in this invention needs to function quite differently from existing Totalisator operations in the following manner.

As explained earlier herein, when using one of the preferred game formats, a feature of this invention is that players can miss their selections completely in any of the nominated races and still be in the running for a minor prize division payout. Therefore a Totalisator suitable for the present invention needs to operate in a very different manner compared to a normal Totalisator.

In the functioning of a standard Totalisator (as applied to an existing type of exotic wager, for example a Straight Six type of wager, where six (6) winners of six (6) races are required to win the single prize division), the Totalisator will begin by searching its database for all tickets that have the correct horse / winner of the first race in as one of the selections. As this race wager requires all six (6) winners or nothing, the Totalisator can simply eliminate any ticket that does not have the correct winning horse of race one (1) in its selections and so and



so on for the following six (6) races; until the program has evaluated all tickets across the six races.

The Totalisator of the present invention needs to operate very differently in that it cannot eliminate any tickets that do not contain any or all of the winning combinations in any of the nominated races, for as aforementioned, it will be quite common for a player not to have all or any selections in certain races yet will still be eligible to win a minor prize division.

Therefore the present Totalisator will need to operate in a manner similar to a points tally database, meaning that after the predetermined and nominated races are over, the program will need to search each individual ticket for each and every race and will need to keep a "running tally" for each ticket until each reaches the end of its search functions and then determine whether or not this ticket is eligible for a prize in any one of the predetermined and preprogrammed prize divisions.

Another aspect of this invention is the provision of a progressive jackpot meter for race wagering which could be available at racing or gaming venues and on the Internet.

While this specification has described particular forms of the invention, it is to be understood that there could be a number of variations to the invention described herein, whilst still remaining within the scope of the invention.